* Map features
  + Track
    - Represent as graph
    - Node is a switch
      * Determines if it is possible to travel directly between two edges. If not, trains will need to drive past the switch and reverse directions.
    - Edge is a track segment
  + Industry
    - Type
    - Private tracks
    - Imports and exports
  + Rolling stock
    - Locomotives
    - Cars
* Agents
  + Engineer
    - Pilots a locomotive
    - Has pathfinding for navigating the track
    - Is assigned one work item at a time
    - Can couple and decouple from cars
    - Requests permission before entering a segment of track
  + Yard master
    - Owns track segments
    - Owns locomotives and engineers for yard switching
    - Can assign work to yard switchers
    - Receives list of inbound and outbound trains
    - Determines how to organize the cars in order to assemble outbound trains
  + Dispatcher
    - Owns the mainline track in it's subdivision
    - Receives inbound trains from staging areas (represents connection to other subdivisions)
    - Determines when to allow an inbound train to enter
    - Determines how to route trains in order to fulfill the work orders and avoid deadlocks.
    - Assigns switching work to a yard master. Just a list of outbound trains to create.
  + Freight Manager
    - Receives work orders from local industries
    - Receives random list of through cars
    - Work order generation
      * Tries to match industry imports with an industry export within the map.
      * For unmatched requests, uses external via staging.